

ABSTRACT OF THE DISCLOSURE

An educational hide and seek game system for developing associative skills of a player, including: (a) a plurality of objects for hiding, each of the objects having emitters, and (b) a control unit including: (i) a control panel having a plurality of activators, each activator of the activators having an associative figure disposed on the control panel and having an association with a particular object of the objects; (ii) a signal generator for producing signals, operatively connected to the activators, and (iii) a transmission mechanism for transmitting the signals to the objects, wherein each particular one of the activators activates a corresponding one of the emitters, via the signal generator and the transmission means, so as to produce a sound associated with the associative figure.